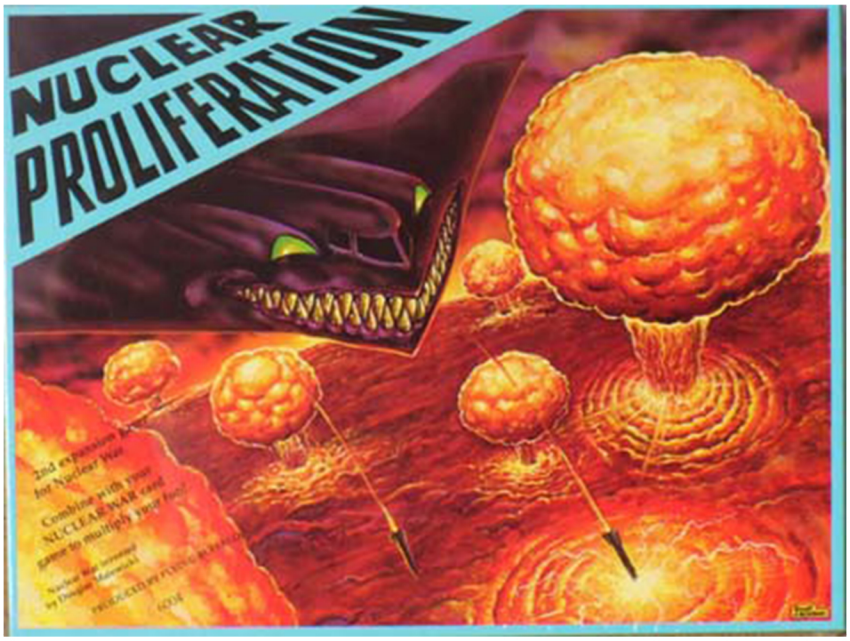
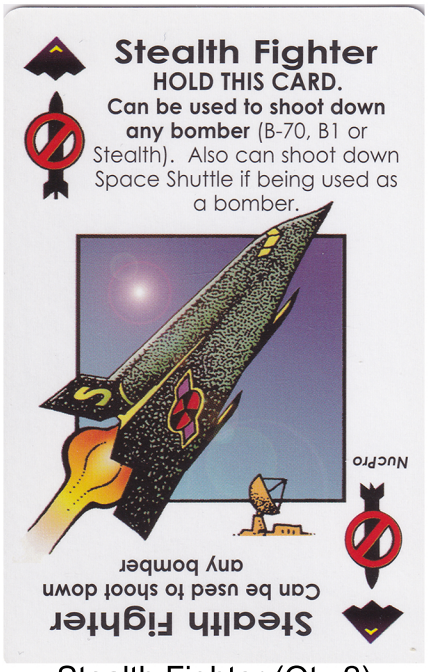


Nuclear Proliferation Second Edition

Patriot Anti-Missile (Qty 2)


Stealth Fighter
HOLD THIS CARD.
Can be used to shoot down any bomber (B-70, B1 or Stealth). Also can shoot down Space Shuttle if being used as a bomber.
NucPro

Stealth Fighter (Qty 2)

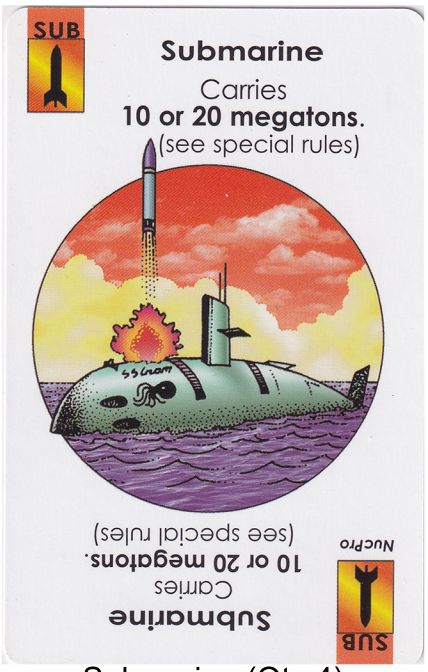
DECOY
Decoy Missile
HOLD THIS CARD.
Cancels out one Anti-missile or Fighter. When someone tries to shoot down your missile, bomber or space shuttle, play this card and their anti-missile is cancelled.
SHOOT ME!
NucPro

Decoy Missile (Qty 2)

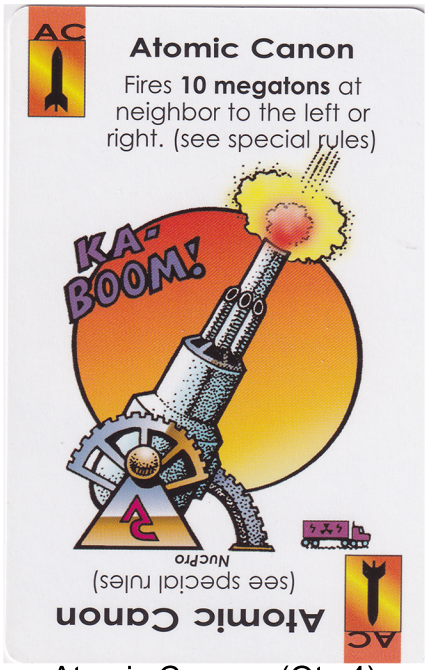
SS
Space Shuttle
Carries one warhead up to 50 megatons or can be used to reload your space platform. (see special rules)
50 MEG
NucPro

Space Shuttle (Qty 2)

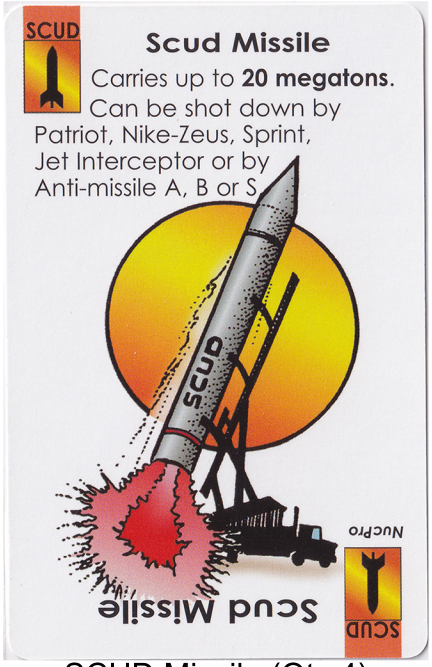
Stealth Bomber (Qty 3)



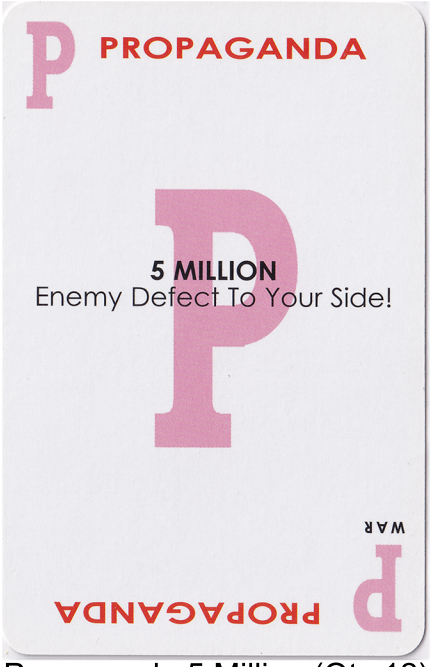
Submarine (Qty 4)



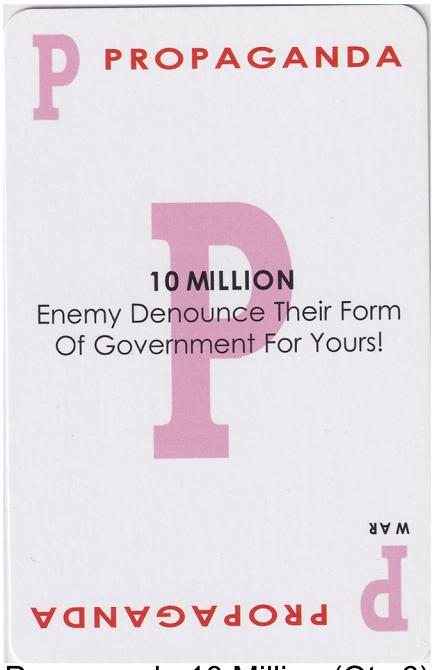
Atomic Cannon (Qty 4)


SCUD
Scud Missile
Carries up to 20 megatons. Can be shot down by Patriot, Nike-Zeus, Sprint, Jet Interceptor or by Anti-missile A, B or S
SCUD
Scud Missile
SCUD
NucPro

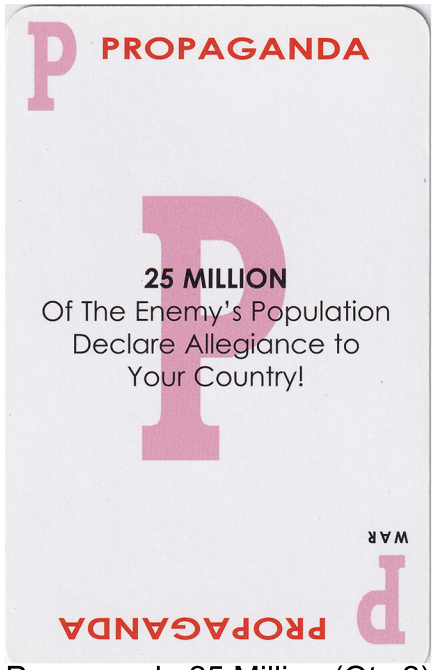
SCUD Missile (Qty 4)



Propaganda 5 Million (Qty 12)

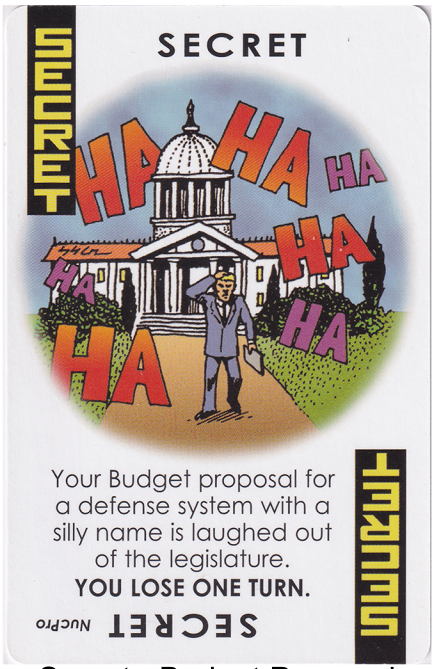


Propaganda 10 Million (Qty 6)

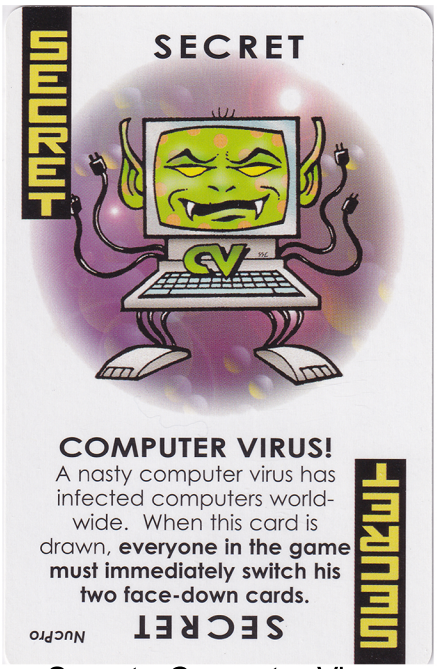


Propaganda 25 Million (Qty 2)

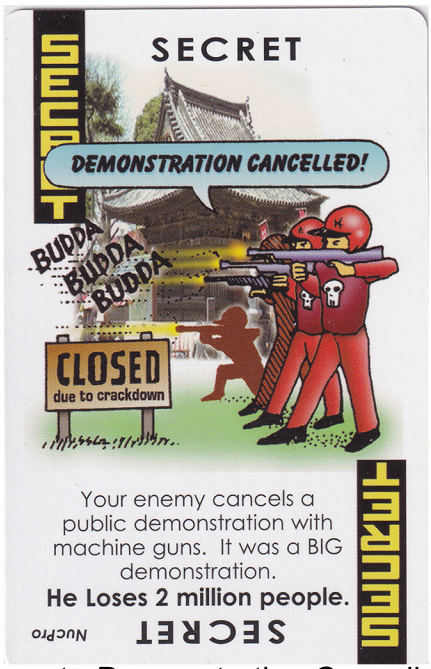
Secret - Recall


SECRET
SECRET
HA HA HA HA HA HA HA
Your Budget proposal for a defense system with a silly name is laughed out of the legislature.
YOU LOSE ONE TURN.
SECRET
NucPro
SECRET

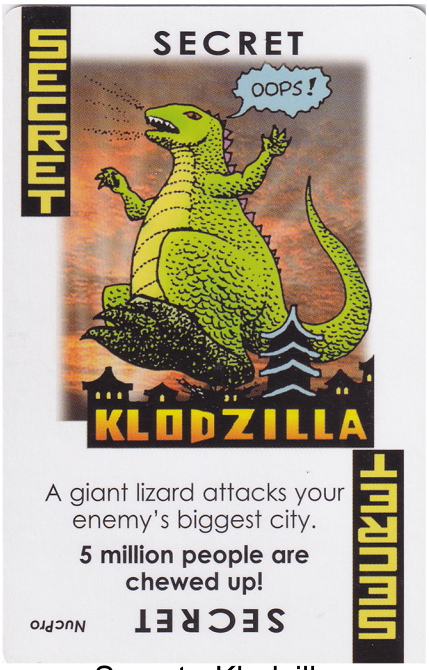
Secret - Budget Proposal


SECRET
SECRET
COMPUTER VIRUS!
A nasty computer virus has infected computers world-wide. When this card is drawn, everyone in the game must immediately switch his two face-down cards.
SECRET
NucPro
SECRET

Secret - Computer Virus



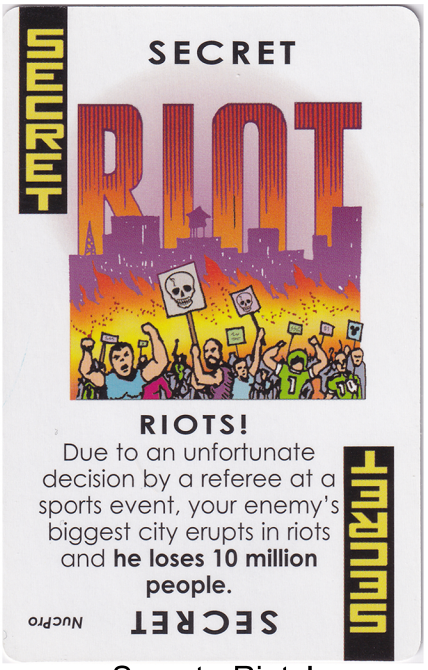
Secret - Demonstration Cancelled



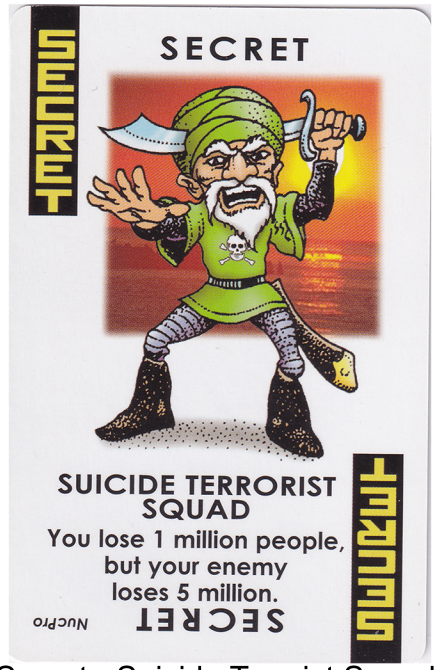
Secret - Klodzilla

SECRET
REARM
REARMAMENT!
You may (at your option) discard up to 7 cards from your hand (all at once) and immediately replace them from the deck.
SECRET
NucPro
SECRET

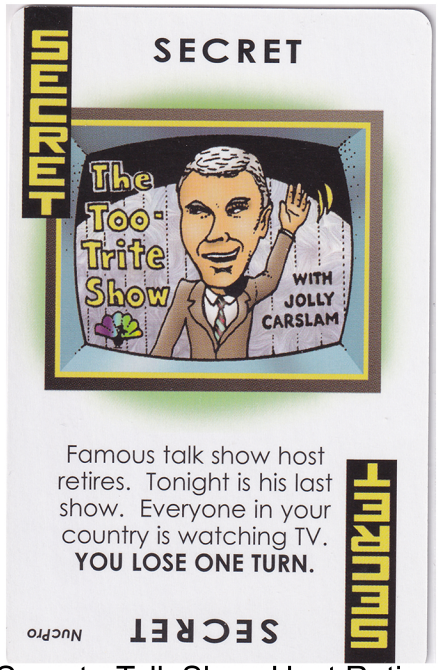
Secret - Rearmament!


SECRET
RIOT
RIOTS!
Due to an unfortunate decision by a referee at a sports event, your enemy's biggest city erupts in riots and he loses 10 million people.
SECRET
NucPro
SECRET

Secret - Riots!



Secret - Suicide Terroist Squad!



Secret - Talk Show Host Retires

SECRET
SHOE No. 1611
Your enemy is caught with 4000 pairs of shoes in his wife's closet.
2 million barefoot natives disgustedly immigrate to your country.
SECRET
NucPro
SECRET

Secret - 4,000 Shoes

Special - Guardian Angle

M
SAL
Military Salvage
After any one bomber, missile or submarine is shot down, sabotaged or runs out of fuel, you may play this card and take the delivery system (not the warhead) into your hand.
SAL
M

Special - Millitary Salvage

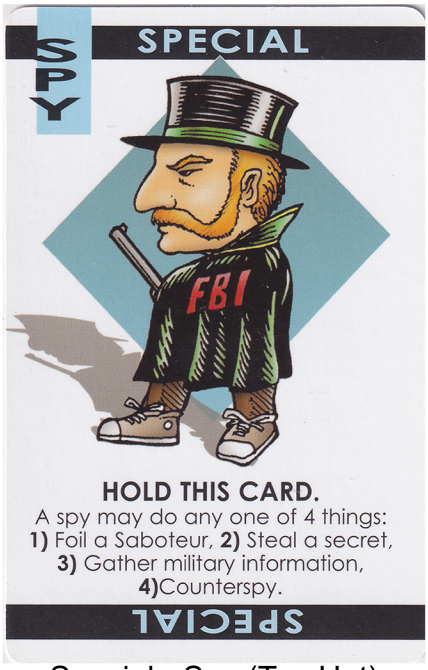
Special - Public Releations Coup

Saboteur
SAB
S.A.B.
HOLD THIS CARD.
May be used to foil one launch of an enemy weapons system. (see rules) Discard when used
SPECIAL

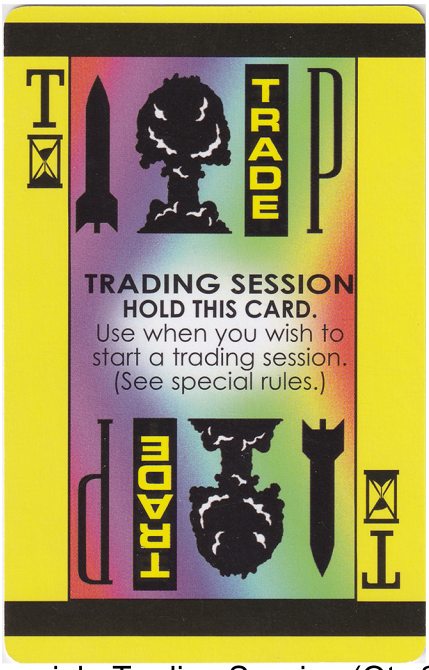
Special - Saboteur

Special - Smart Bomb (Qty 2)

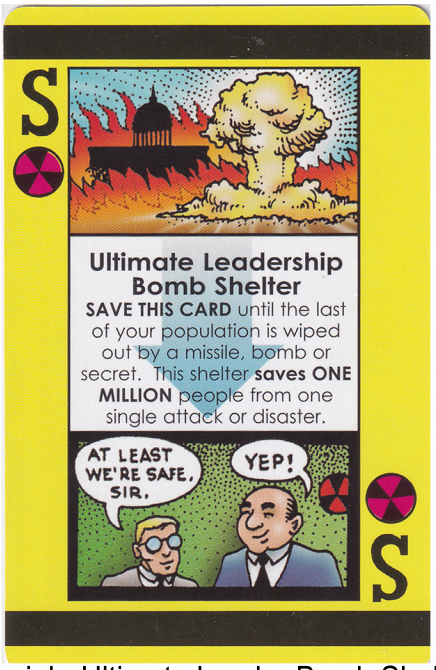
Special - Spy (No Hat)



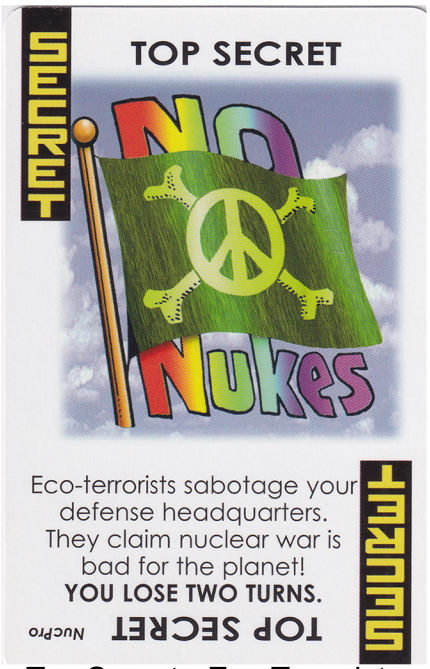
Special - Spy (Top Hat)



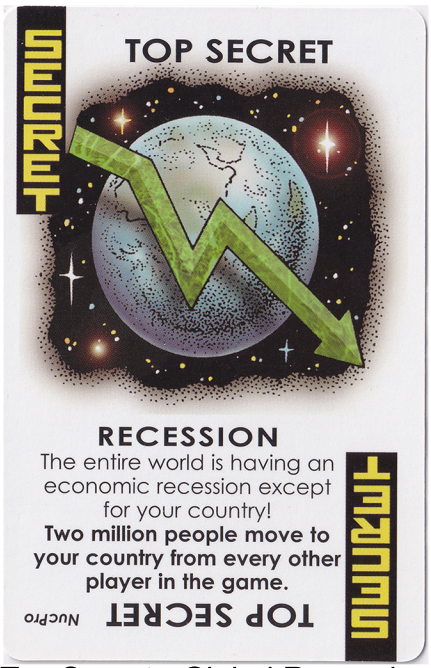
Special - Trading Session (Qty 2)


Ultimate Leadership Bomb Shelter
SAVE THIS CARD until the last of your population is wiped out by a missile, bomb or secret. This shelter saves ONE MILLION people from one single attack or disaster.
AT LEAST WE'RE SAFE, SIR.
YEP!

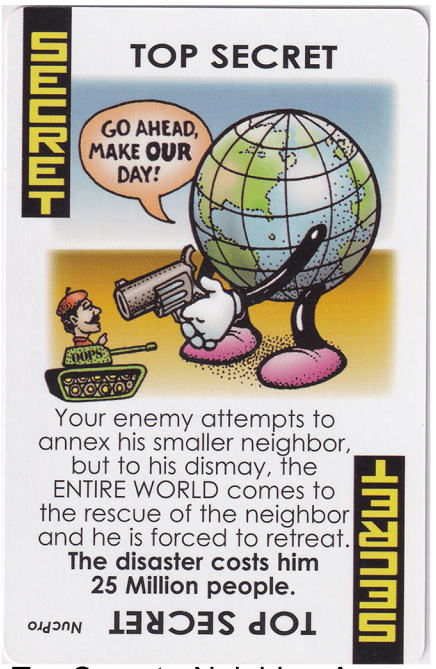
Special - Ultimate Leader Bomb Shelter



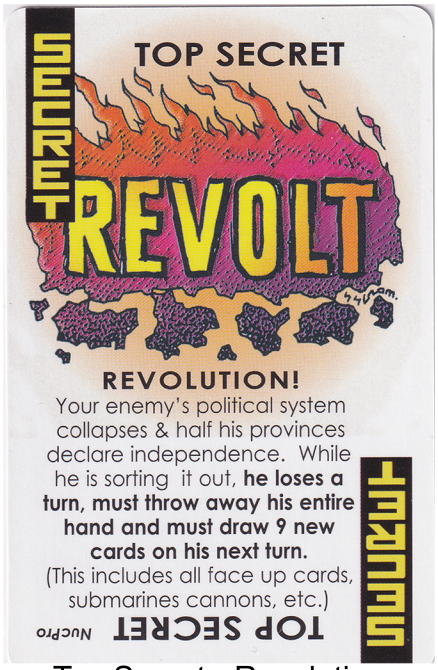
Top Secret - Eco Terrorists


TOP SECRET
SECRET
RECESSION
The entire world is having an economic recession except for your country!
Two million people move to your country from every other player in the game.
TOP SECRET
SECRET

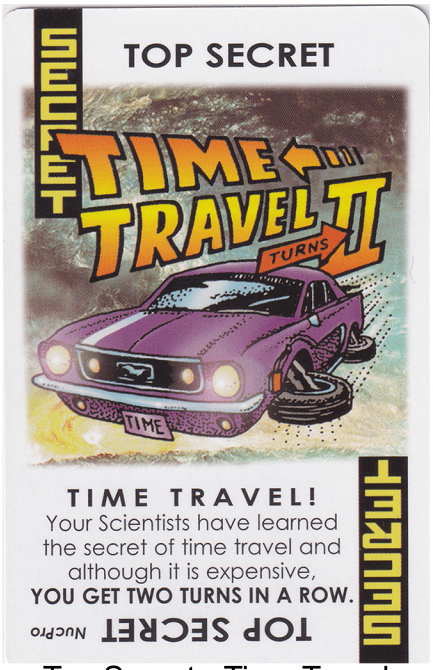
Top Secret - Global Recession


TOP SECRET
SECRET
GO AHEAD, MAKE OUR DAY!
Your enemy attempts to annex his smaller neighbor, but to his dismay, the ENTIRE WORLD comes to the rescue of the neighbor and he is forced to retreat.
The disaster costs him 25 Million people.
TOP SECRET
SECRET

Top Secret - Neighbor Annex


SECRET
TOP SECRET
REVOLT
REVOLUTION!
Your enemy's political system collapses & half his provinces declare independence. While he is sorting it out, he loses a turn, must throw away his entire hand and must draw 9 new cards on his next turn.
(This includes all face up cards, submarines cannons, etc.)
TOP SECRET
SECRET

Top Secret - Revolution



Top Secret - Time Travel

Warhead 10 Megatons (Qty 19)

Warhead 20 Megatons (Qty 10)

Warhead 50 Megatons (Qty 4)

Warhead 100 Megatons (Qty 1)

Nuclear Proliferation was the second expansion for Nuclear War. The initial print run of the first edition was 3 colors: red, black, and blue. A later print run changed it to orange, black, and blue. When the second edition of the set was released, they were redesigned to fit with the Nuclear War Booster cards and the redesigned Nuclear War basic set. This included new art rework for almost all of the cards. A few have new artwork, and the spelling errors from the first run have been corrected.

However, the initial run of this second edition has a recurring printing error that affects eight of the Special cards. The black bar on the card where it should have “Special” written over the bar only has the black bar. This printing error affects Guardian Angel, Military Salvage, Public Relations Coup, both Smart Bomb cards, both Trade Secession cards, and the Ultimate Leadership Bomb Shelter. Both Smart Bomb cards have an additional error: the bottom line of text is missing.

This expansion also introduced 13 countries, each with a special ability. In the first print of the game, they were all on different colored high-quality paper. Subsequent printings used a lower-quality paper, and eventually all of them were just photocopied onto white sheets.